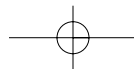
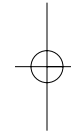


**OUTSIDE FRONT COVER
PLACEHOLDER**



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

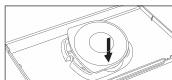
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

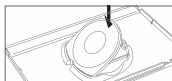
Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

ULUS 10253

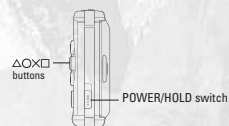
CONTENTS

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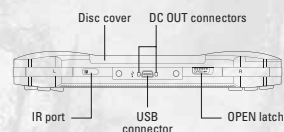


GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *Tomb Raider: Anniversary* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

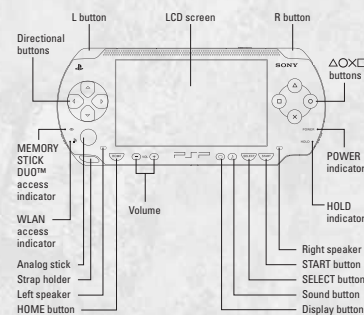
- ▼ **WARNING!** Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or from any Memory Stick Duo containing previously saved games.

- ▼ **NOTE:** *Tomb Raider: Anniversary* requires 352KB of free space on a memory stick in order to save game data.

STARTING UP

PSP® (PlayStation®Portable) system configuration



WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other players via connection to a wireless local area network (WLAN).

- ▼ **HINT:** A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or router. This information is generally set in the access point or router using a PC.

You can adjust the network settings to allow connection to a wireless local area network (WLAN). *Tomb Raider: Anniversary* supports Ad Hoc mode only.

- ▼ **Ad Hoc Mode:** Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.
- ▼ **NOTE:** You are responsible for Wi-Fi fees.

LARA



At the age of nine, Lara survived a plane crash in the Himalayan mountains that led to the death of her mother. After miraculously surviving a ten-day solo trek from the crash site to Kathmandu, she spent the rest of her childhood under the close tutelage of her Archaeologist father — the late Earl of Abbingdon, Richard Croft.

At the age of eighteen, after the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been pursuing her own personal mission to uncover the secrets of the world's distant past and in doing so, hopes to understand how her parents died.

4

GETTING INTO THE GAME

CREATING A PROFILE

When you insert your *Tomb Raider: Anniversary* disc into your PSP® system for the first time, the game offers you the chance to set up a profile, provided you have a memory stick inserted in the memory stick slot. You can save up to three profiles on a single memory stick; each profile contains four save files.

STARTING A NEW GAME

Once you create a profile, you proceed to the Main Menu. If you're ready to start your adventure with Lara, select *Start Game*. If you'd prefer to learn how to control Lara in a less dangerous environment, select *Play Croft Manor* to explore Lara's home.

DIFFICULTY SETTING & SCREEN MODES

When you start a new game, an Options screen appears, allowing you to set some game options before you begin play. After setting the options, press the X button to continue.

- ▼ Difficulty is set at the beginning of the game, and cannot be changed during your adventure. Once you beat a level, you can replay it at any difficulty level.

Once you've set all pre-game settings, you're ready to begin Lara's adventure!

5

SAVING & LOADING THE GAME

SAVING YOUR PROGRESS

Every game level has game save checkpoints. The word *Checkpoint* appears at the top of the screen when Lara passes a checkpoint.

To save your progress, press the **START** button to access the Pause Menu, and select *Save*. The four save files in your profile will be displayed. Highlight one and press the **X** button to save your game.

- ▼ You can also save between checkpoints, but Lara will always appear at the most recently passed checkpoint when a save is loaded. If Lara dies during a game, she will automatically restart at the last checkpoint passed, whether you saved there or not. There is no automatic save when you quit the game. If you quit without saving, you lose all progress since your last save.

SAVING REWARDS

When you replay a level, the *Save Rewards* option becomes available. This stores any rewards you've picked up, though it does not save your location within a level.

LOADING A SAVED GAME FROM THE PAUSE MENU

You can load saved games from the in-game Pause Menu. When loading, you can choose a save from any of the four save files. Saved game details appear on the right of the screen if data is present. Use the analog stick to choose a saved game, and press the **X** button to load it.

- ▼ If you saved at the end of the game, you won't be able to load that save during play. You can revisit it and any other part of the game via the *Load Level* option.

LOADING A SAVED GAME FROM THE MAIN MENU

Once you have a game in progress and data saved, *Start Game* in the Main Menu is replaced by *Play Game*. Select this to resume your most recent save, load saved games, or replay completed levels.

BASIC MOVEMENT CONTROLS

MOVEMENT

analog stick	Movement: Sneak, Walk and Run
X button	Jump; Hold to jump farther
analog stick + X button 2x	Jump to Grapple swing
O button (<i>hold</i>)	Crouch
analog stick + O button (<i>while running</i>)	Roll
Δ button	Safety Grab/Balance — Prevent Lara from falling off ledges or toppling off objects
analog stick + □ button (<i>repeatedly</i>)	Fast Traverse — Speed up movement on ledges
analog stick + □ button (<i>hold</i>)	Rope — Climb up/down/pivot
L button/ R button	Rotate Camera left/right
Δ button (<i>tap</i>)	Rotate Camera angle
Δ button (<i>hold</i>) + analog stick	Camera free-look



SWIMMING CONTROLS

analog stick	Swim left/right/forward
analog stick + □ button (<i>repeatedly</i>)	Swim quickly
O button (<i>hold</i>)	Dive
X button (<i>hold</i>)	Surface



- ▼ When Lara is swimming underwater, her air meter will slowly decrease. If it runs out, Lara will start to take damage to her standard health bar. If she does not reach the surface for air in time, Lara will drown!

OTHER CONTROLS

	Interact/Pick up item
	Manual Aim on/off
	Use small medipack
	Use large medipack
	Throw/Retract grapple
	Cycle through weapons left/right
	Pull grapple (connected to object)
START button	Pause Menu
SELECT button	Inventory Menu



ADVANCED MOVEMENT CONTROLS

The controls in this section are default. You can choose from four advanced movement control setups in the Options Menu. (See page 18.)

- ▼ Lara can only perform advanced movement techniques when her weapons are put away.

CLIMBING, JUMPING, GRABBING & SHIMMYING

Lara is a superb climber and can overcome most obstacles using jumps, grabs and shimmies.

- ▼ To jump onto ledges, poles, or ropes, press the button. If Lara grabs with only one hand, press the to grab on with both hands and avoid dropping off.
- ▼ To shimmy along a ledge or object, move the analog stick in the direction you want to go. Tap the repeatedly to speed up the shimmy. To pull up, press the .
- ▼ Press the to release from the grab and drop down.
- ▼ To perform a jump (side/back/up) on ledges, move the analog stick in the direction you want to go, then press the to jump.



GRAPPLING & WALL RUNNING

Lara can also use her grapple device to span gaps too wide for her to jump across. Where you see a hanging or wall-mounted ring, you can use the grapple device to swing across or wall-run to safety.

- ▼ To activate the grapple device, run toward the ring, press the to jump, and then immediately press the again to throw the grappling hook.
- ▼ To climb or descend the grapple line, hold the and move the analog stick .
- ▼ Lara can only climb up and down on her grapple line when she is not swinging. To swing or wall-run, move the analog stick in the direction of your destination, and then press the to jump and release the grapple device.



POLE TECHNIQUES

Using poles, Lara can jump from point to point across gaps, or overcome obstacles and gain access to areas she is unable to climb to.

- ▼ Use the analog stick to move Lara into position under the pole, or take a run up using the analog stick and press the to jump onto the pole.
- ▼ Press and hold the analog stick to begin swinging; press the to leap off.
- ▼ When Lara is hanging stationary from a pole, use the analog stick to adjust her position on the pole.
- ▼ Press the to release from a pole.



COLUMN TRAVERSAL

Lara can climb slender vertical columns to reach areas above and below her.

- ▼ Use the analog stick to move Lara onto the base of a column, or take a run up using the analog stick and press the to jump onto the column.
- ▼ Press the analog stick to rotate Lara around the column. Press to make Lara climb up or slide down the column.
- ▼ To jump off a column, move the analog stick in the direction you want to jump and press the to leap off.
- ▼ Press the to release from a column.



ROPE WORK

Lara uses ropes to span gaps too large to jump across.

- ▼ Use the analog stick to move Lara into position under the rope, or take a run up using the analog stick and press the **X** button to jump onto the rope.
- ▼ Climb and descend the rope by holding the **□** button and pressing the analog stick **↑/↓**.
- ▼ Press **←/→** to rotate Lara around the rope, changing her swing direction.
- ▼ Press **↑/↓** to build momentum and swing Lara higher, then press the **X** button to jump to the next rope or platform.
- ▼ Press the **O** button to release from a rope.



LADDERS

Lara can climb up and down ladders to traverse large vertical spaces.

- ▼ Use the analog stick to move Lara into position under the ladder, or take a run up using the analog stick and press the **X** button to jump onto the ladder.
- ▼ Press **↑/↓** to climb or descend the ladder. Tap the **□** button repeatedly to speed up Lara's movement.
- ▼ Press the **X** button to jump backward off a ladder. To perform a lateral jump off a ladder, press the analog stick in the direction you want to jump, and then press the **X** button.
- ▼ Press the **O** button to release from a ladder.



PERCHING

Lara can jump onto and perch on the tops of very small platforms — usually slender columns.

- ▼ Press the **X** button to jump to a perchable object. Once connected and steady, press the analog stick **←/→** to rotate.
- ▼ To jump off, press the analog stick in the direction you want to jump, then press the **X** button.
- ▼ If Lara lands incorrectly on a perchable object, she will lose her balance and begin to fall off. Quickly press the **△** button to regain balance and steady Lara.



- ▼ You can make Lara hop rapidly across the tops of perchable objects by pressing the **X** button, then, as soon as she lands, pressing the analog stick in the direction of the next jump. You have a limited amount of balance time; so get Lara onto a stable perch as quickly as possible. If Lara begins to waver while on a perchable object, press the **△** button to regain balance.



SWAN DIVE

Lara can swan dive off rock faces into water.

- ▼ Use the analog stick to control Lara's direction and then tap the **X** and **O** buttons in quick succession.

INTERACTING WITH THE ENVIRONMENT

Lara interacts with the environment in many different ways: opening doors, moving obstacles, and activating levers.

- ▼ To interact with an object, stand next to it and press the **△** button.



KNOCKDOWN RECOVERY

When Lara is hit by a strong enemy attack, she will stumble, then fall to the ground.

- ▼ When Lara is stumbling, quickly press the **X** button to stop her from falling and flip back up.



TUMBLING

Lara is an accomplished acrobat who can perform lithe tumbles and flips as she moves about.

- ▼ To tumble, press the **O** button repeatedly.
- ▼ To flip, press the **O** button twice and then press the **X** button repeatedly.



BASIC COMBAT CONTROLS

COMBAT FIGHTING

L button/R button (<i>hold</i>)	Target Lock-on
L button/R button (<i>from Target Lock-on, release, then re-hold</i>)	Cycle target left/right
R button	Cycle weapons
□ button	Fire weapon
△ button	Reload



COMBAT MOVEMENT

(<i>while locked-on</i>) analog stick + ○ button	Multidirectional roll
(<i>while locked-on</i>) analog stick + × button	Somersault in direction of analog stick



ADVANCED COMBAT CONTROLS

ADRENALINE DODGE

During combat, some enemies will become enraged, charge at Lara and perform a Rage Attack. When this happens, Lara's Adrenaline kicks in to respond to the threat, and the screen blurs to indicate Lara can now perform an Adrenaline Dodge.

- ▼ Tap the ○ button while using the analog stick to perform a dodge and evade the attack. If done correctly, Lara will go into slow motion and have the opportunity to return fire and deliver a headshot to the enemy.



- ▼ To successfully execute a headshot, wait until the two targeting reticles superimpose over the enemy's head, then press the R button to shoot. (If Lara shoots before the two reticles overlap, she will not perform a headshot.)

Adrenaline Dodges are special evasive moves only available in response to Rage Attacks. Timing is critical! If Lara dodges too late, an enemy can still hit her. With practice though, using Adrenaline Dodges can significantly increase Lara's chances in combat.

BREAKING FREE FROM ENEMY GRABS

Some enemies can grab Lara's limbs and shake her around. If an enemy latches onto Lara in this way, quickly move the analog stick back and forth to break free from the animal's grasp. The faster you move the analog stick, the faster Lara will break free.



COMBAT STRATEGIES

MOVEMENT

Keeping Lara moving is the most important factor in combat; a moving target is much harder to hit than a static one.

TARGETING

The targeting reticle appears when a target is within Lara's sight. The color of the reticle changes depending on the target's status:

- ▼ Red — Target is within range at its current distance.
- ▼ Gray — Target is out of range.

When locked-on to an enemy, the targeting reticle displays four arrows in addition to the normal targeting ring.

- ▼ If the target is within distance but out of the field of view, an arrow at the side of the screen will appear, showing you the direction in which the target is located.

HEADS-UP DISPLAY (HUD)



- 1 Health Meter** Lara's current health level. Replenish with a medipack when necessary.
- 2 Breath Meter** Amount of air Lara has left when swimming underwater. If it depletes before Lara surfaces, she will take damage.
- 3 Medipacks** Number of large and small medipacks Lara is carrying.
- 4 Selected Weapon** Weapon Lara has currently selected.
- 5 Ammo Count** Amount of ammunition Lara has available for the selected weapon. The number on the left is the amount in the clip, the number on the right is the total rounds remaining for that weapon.
- 6 Hint Icons** These icons show your control inputs for different interactions (i.e. Δ to interact with a switch).
- 7 Timer** Amount of time remaining to complete a Time Trial (unlock by completing game chapters).
- 8 Enemy Health Meter** Remaining health of select enemies.
- 9 Enemy Rage Meter** Rage level of select enemies.

INVENTORY

Lara is a consummate explorer and adventurer who is always equipped to handle whatever obstacles get in her way. Access Lara's Inventory by pressing the SELECT button during the game. Lara's Inventory consists of two rotating rings of objects: *Gear* and *Items*.

To use or equip an item from Lara's Inventory, press the analog stick $\leftarrow/\rightarrow$ to cycle the ring to an object, then press the X button.

ITEMS

The Items Ring includes Lara's journal and any collectible objects Lara discovers during her adventures. Select the Items Ring by pressing the SELECT button, and then pressing the analog stick or directional buttons $\downarrow$.



JOURNAL

Lara can provide clues about how to progress from her current situation. Use the Journal to hear what Lara is thinking and gain assistance in tricky areas.



COLLECTIBLES

Collectibles include various objects Lara has collected throughout her adventure including keys, machinery parts and tools.



SCION FRAGMENTS

Pieces of the fabled Scion of Atlantis. Only when all three pieces are combined will its true power be understood.

GEAR

The Gear Ring includes weapons, health, and other useful equipment. Press the SELECT button to display the Gear Ring by default: to view it if it is not displayed, press the analog stick or directional buttons .

▼ SMALL MEDIPACK

Small health packet. A staple of the rough-and-rugged adventurer, medipacks allow Lara to treat her injuries in the field. Partially replenishes Lara's health.



▼ LARGE MEDIPACK

Large health packet. Replenishes all of Lara's health.



▼ DUAL PISTOLS

Lara's trademark weapon, with unlimited ammo. A good all-around weapon.



▼ SHOTGUN

A heavy damage pump-action shotgun. More effective at close range.



▼ DUAL .50 CALIBER PISTOLS

A pair of high-caliber pistols. A slightly slower rate of fire than normal pistols is offset by increased damage.



▼ DUAL MINI SMGS

A pair of mini submachine guns. Incredibly fast rate of fire inflicts extensive damage at the expense of some accuracy.



▼ SHOTGUN AMMUNITION

Box of shotgun shells. Before Lara collects the shotgun itself, she can collect ammunition for it.



▼ .50 CALIBER AMMUNITION

Clips of heavy-damage pistol ammunition. Before Lara collects the .50 caliber pistols, she can collect ammunition for them.



▼ MINI SMG AMMUNITION

Clips of Mini SMG ammunition. Before Lara collects the Dual Mini SMGs, she can collect ammunition for them.



▼ GRAPPLING HOOK

A metallic grappling hook that can latch onto ring-shaped objects, plus a lengthy wire line and automatic recoiler. Using her grappling hook, Lara can pull on objects from a distance, climb or drop to different heights, swing across large gaps, and run on walls.



REWARDS

Throughout Lara's archaeological adventure, you can discover and collect various Artifacts and Relics. Picking up these items opens up bonus content and extra features, such as outfits, concept art and much more. So make sure Lara scours the environment thoroughly!

After each level is complete, you will see the reward(s) you have managed to unlock. Select *Rewards* from the Main Menu to view and select the rewards you have achieved.

- ▼ Select *Replay Level* from the Game Menu to replay completed missions with the opportunity of picking up missed items.

MENUS

BASIC MENU CONTROLS

	Select option; Increase/Decrease setting slider
	Change selected option setting
X button	Confirm/Next menu
O button	Cancel/Previous menu

MAIN MENU

- ▼ *Start Game/Play Game* Start or continue a game.
- ▼ *Play Croft Manor* Visit and explore Lara's expansive Manor throughout the game.
- ▼ *Options* Change various game settings.
- ▼ *Rewards* View information and bonus content in the game. Complete levels and collect rewards during the game to unlock items, which can then be viewed and selected here.
- ▼ *Change Profile* Change the current profile. The game supports three different profiles on a memory stick.

GAME MENU

This menu appears when you select *Play Game* on the Main Menu.

- ▼ *Resume Game* Continue your game from the most recently saved checkpoint.
- ▼ *Load Game* Select a game save from the displayed list and press the **X** button to load.
- ▼ *Replay Level* Display a list of previously completed levels (based on a loaded profile). Replay these levels to collect missing rewards, play on different difficulties, or attempt a Time Trial.

OPTIONS MENU

- ▼ *Display*
 - Hint Icons* Turn *On/Off*. Hint icons show control inputs for given situations.
 - Commentary Markers* Turn *On/Off*. If *On*, Lara can interact with the markers to hear Director's Commentary about her current location.
 - Subtitles* Turn *On/Off*.
 - Brightness* Adjust screen brightness (0-100).
- ▼ *Controls*
 - Target Lock* Set target-lock method:
Advanced Hold — Hold Target Lock to pull out/put away Lara's guns; firing locks-on to enemy automatically.
Advanced Lock — Press Target Lock to pull out/put away Lara's guns; firing locks-on to enemy automatically.
 - Control Configuration* View the controller configuration.
- ▼ *Camera*
 - Invert X-Axis* Invert camera left/right movement.
 - Invert Y-Axis* Invert camera up/down movement.
 - Manual Aim* *Invert X-Axis* — Invert camera left/right movement during Manual Aim.
Invert Y-Axis — Invert camera up/down movement during Manual Aim.

▼ *Sound*

- Music Volume* Adjust music volume.
- SFX Volume* Adjust sound effects volume.
- Voice Volume* Adjust Lara's volume (in-game).
- ▼ *Cheats* Turn various cheats (once unlocked) *On/Off*.

REWARDS MENU

- ▼ *Special* Bonus content available only to the most dedicated explorers.
- ▼ *Cinematics* Replay any cinematics already viewed in the game (for selected profile).
- ▼ *Art Galleries* View various image galleries showcasing different aspects of the development and history of Tomb Raider: Anniversary.
- ▼ *Character Bios* Read informational biographies about characters from the game.
- ▼ *Outfits* View and select unlockable outfits for Lara to wear in-game.
- ▼ *Relics* View Relics Lara has collected.
- ▼ *Music* Listen to various musical tracks from the game.
- ▼ *Credits* Check the development credits.
- ▼ *Commentaries* View list of levels that have commentaries unlocked.
- ▼ *Cheats* View list of cheats that have been unlocked.

IN-GAME PAUSE MENU

Press the **START** button during gameplay to display the in-game Pause Menu.

- ▼ *Level Statistics* View details about the current level including time taken, kills, supplies collected, as well as the number of Artifacts and Relics found.
- ▼ *Options* Access the Options Menu to change game settings.
- ▼ *Restart Croft Manor* (Croft Manor only) Restart the game session.
- ▼ *Load* Load a saved game.
- ▼ *Save* Save a game manually.
- ▼ *Quit* Quit to the Main Menu.

CREDITS

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Director of Art
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